IN THE CLAIMS:

Claim 8 (currently amended): A method for generating/displaying a plane shape, comprising the steps of:

setting a normal line, which ~~becomes~~ is equivalent to a tangent plane of a curved surface of an object shape, at each vertex of a triangle shape plane patch which is a basic form necessary for generating/displaying the object shape,

decomposing, in a specific direction, said set normal line on a tangent plane at [[a]] said each vertex of the triangle shape plane patch, thus setting a tangent line;

~~specifying a necessary tangent line;~~

~~based on the specified tangent line, determining~~ forming, between two corresponding vertexes of said triangle shape plane patch ~~a position of the~~ and in a direction based on said two corresponding vertexes, an equivalent normal line that becomes a new tangent plane of the [[subject]] object shape; [[and]]

determining [[a direction of the]] another tangent line at where said normal line ~~by normal lines at two vertexes~~ is formed; and

further determining a normal line equivalent to the tangent plane of the curved surface,

thus creating the object shape.

Claims 9 to 14(previously canceled)

Claim 15 (previously presented): The method for generating/displaying a plane shape according to claim 8, wherein new normal lines are set sequentially between vertex normal lines or between sides of said triangle shape plane basic patch, thus forming a new triangle shape plane patch with said normal lines.

Claim 16 (previously presented): The method for generating/displaying a plane shape according to claim 8, wherein new normal lines are set sequentially and repeatedly between vertex normal lines or between all triangle shape plane patches.

Claim 17 (previously presented): The method for generating/displaying a plane shape according to claim 8, wherein setting of new normal lines based on triangle shape plane patch formed by set normal lines is sequentially performed repeatedly until reaching a display precision of the object shape.

Claim 18 (previously presented): The method for generating/displaying a plane shape according to claim 8, wherein. the method is executed by a system for selecting a basic patch which is set with a normal line among basic triangle shape plane patches representing a schematic shape of the object shape.

Claim 19 (previously presented): The method for generating/displaying a plane shape according to claim 8, wherein a new normal line is set by sequentially selecting triangle shape plane basic patch on which a normal line is set, thus forming an entire shape of the object shape recursively.

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